

THE RANCOR PIT

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 Search

--Sunday, December 15, 2002

CMFHQZVT JΔ ↓ΞV 7KΛ407 01↓ ↓ΞV 7KΛ407 01↓ INIK QILV FVYΔJVT JΔ ↓ΞV QIK7 0K7Δ 7Δ-V0-JK-VIΔ7 0KΔV 3V 0VΔV VΔF 0KΔVΔ



Baragwin

Attribute Dice: 11D+1**DEXTERITY** 1D+1/3D+2**KNOWLEDGE** 1D/2D+1**MECHANICAL** 1D/3D+2**PERCEPTION** 2D/3D+1**STRENGTH** 2D/4D**TECHNICAL** 2D/3D**Special Abilities:**

Smell: Baragwin have a remarkable sense of smell and get a +1D to scent-based *search* and +1D to *Perception* checks to determine the moods of others within five meters.

Weapons Knowledge: Because of their great technical aptitude, Baragwin get an extra 1D at the time of character creation *only* which must be placed in *blaster repair*, *capital starship weapon repair*, *firearms repair*, *melee weapon repair*, *starship weapon repair* or an equivalent weapon repair skill.

Move: 7/9**Size:** 1.4-2.2 meters tall[Home](#) | [Site Map](#) | [Contact Us](#) | [What's New](#) | [More info](#)

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